GAME BOY ADVANCE

AGB-B69E-USA

DOUBLE THE FUN!
2 games in one!

GAUNTLET

GAUNTLET
LEVEL 8
4× SCORE
6030
HEALTH
61
FREE PLAY
2000 HEALTH
©1985 ATARI GAMES

RAMPART

BUILD & REPAIR
SURROUND CASTLES

DSI
GAMES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

EVERYONE ® / **CONTENT RATED BY ESRB**

DESTINATION Software, Inc

DSI GAMES

MIDWAY

ec-i

LICENSED BY

Nintendo®

Contents

INTRODUCTION

Get ready for two famous fantasy Atari classics: the legendary free-for-all, Gauntlet and the castle-based arcade favorite, Rampart!

HISTORY

Gauntlet® History - Originally released as an arcade game in 1985, Gauntlet® offered players revolutionary, non-linear gameplay. Gauntlet® players could choose their own path; searching for keys, treasures, food and transporters to take them to other levels. The player didn't always have to fight. Sometimes a simpler route could be found or the player could just try to make a run for it! Another of the game's achievements was its use of sound effects. Gauntlet® was not the first game to have used synthesized human voices. In general, they were still considered something of a novelty and only used sporadically. Gauntlet®, however, revolutionized the concept of in-game speech. Synthesized speech was used to act as a "Dungeon Master". Players were guided by this "Dungeon Master" voice through the levels and were given good advice such as 'Elf needs food, badly' or "Don't shoot food!'

Rampart® History - - Rampart® was first released in 1990 as an arcade game. It was unique at the time of its release since it combined a shoot-em-up and a puzzle section. This was at a time when most arcades were beginning to devote themselves more and more to both Final Fight and Street Fighter-style fighting games. Rampart® bucked that trend by offering play more reminiscent of the classic ages of arcade gaming. It is also one of the most widely-ported video games in existence with versions for most contemporary systems.

4
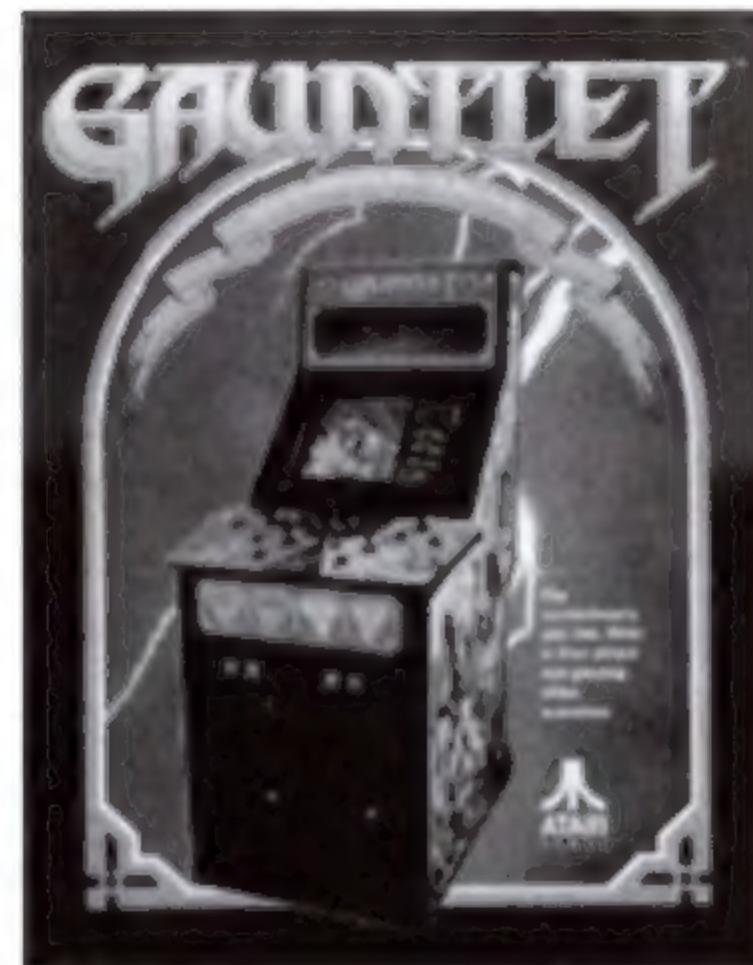
GETTING STARTED

Correctly insert the Gauntlet® and Rampart® Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

MAIN MENU

Gauntlet® and Rampart® are both readily accessible from the Main Menu.

Select the game you wish to play and press START or the A Button to continue.

5

Main Menu Controls

The main menu is navigated using the following controls:

MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Selection Up
Control Pad Down	Selection Down
Control Pad Left	Not Available
Control Pad Right	Not Available
A Button	Select Game
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Select Game
Select	Not Available

GAUNTLET®

Upon selection of Gauntlet® from the main menu, you are taken to a loader/Hi Scores screen.

Press START to continue.

Gauntlet® : Select Character

The first thing you'll need to do is select which character you wish to play as. A player may control one of a muscular Warrior, adept Wizard, strong Valkyrie or the Elf archer.

Each character has their own speciality. The Warrior is strongest in hand-to-hand combat. The Wizard has the strongest magic. The Valkyrie takes the least damage and the Elf is the fastest in movement. Choose your preferred character by highlighting them. Press the A Button to launch into the game itself as the designated character.

Gauntlet® : The Game

The storyline takes place at a location called Rendar. An evil wizard named Morak steals a "sacred" orb that protects the land from opposing forces. He decides to hide the orb in his complex dungeon system (or Gauntlet), and it's up to you (a mortal hero) to recover the orb. The fate of Rendar lies in a simple hero's hand.

The object of the game is to survive the monsters' attacks for as long as possible while competing for food, treasure and magic potions. You must also search the maze to find the exit to the next level.

How long you last depends upon your health. Health is lost by contact with the monsters and as time elapses. It can be regained by picking up the food which can be found in the maze. Be careful though! Some food can be destroyed by your shots and some may be poisoned.


Gauntlet® : Villains

The monsters pour out of the generators, which lie throughout the dungeons. Each generator creates a specific type of monster i.e. ghosts or demons. There are three levels of generator; the strongest producing the toughest monsters. Shoot the generators to destroy them. Monsters too have three strengths; the most powerful taking three hits to kill.

GHOSTS: Stay away from ghosts. They hit you only once and disappear. One hit hurts a lot. Shoot the ghosts, but do not run into them!

GRUNTS: Grunts will run up to you and hit you with their clubs over and over again.

8

Either move towards them to fight them in hand-to-hand combat or shoot them.

DEMONS: Demons will try to shoot fireballs at you if they can. If they are too close, they will bite you again and again. Either move towards them to fight in hand-to-hand combat or shoot them.
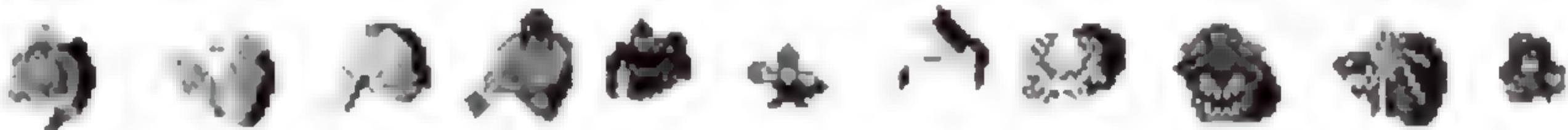
LOBBERS: Lobbers will try to lob rocks over walls and other things in the maze to hit you. They will also try to run away from you. Try to shoot them or trap them in a corner and fight them in hand-to-hand combat.

SORCERERS: Sorcerers try to fool you by disappearing while moving. When they are invisible, your shots will go through them. Either move towards them to fight them in hand-to-hand combat or shoot them.

DEATH: Death will drain health from you. He will take up to 200 points and then die. The only way to kill Death is with magic.

Gauntlet® : The Dungeons

Around the dungeons are objects to collect and avoid:

POTIONS: Some potions can be shot although their effect is less powerful when they are collected and used.

SPECIAL POTIONS: These behave as normal potions when shot, but endow the player with special abilities if collected. These include:

EXTRA ARMOR - increases protection
EXTRA SPEED - increases movement speed
EXTRA MAGIC POWER - increases the effect of potions
EXTRA SHOT SPEED - increases missile speed
EXTRA SHOT POWER - increases damage inflected by missiles
EXTRA FIGHT POWER - increases hand to hand combat ability
LIMITED INVISIBILITY - timed for 20 seconds

FOOD: Plates of meat increase health by 100 and give a bonus of 100 score points.

CIDER: Cider bottles can be shot and destroyed. When drunk, this acts like food.

POISON CIDER: This can be shot. When drunk it takes one special power or a potion and 100 health points!

KEYS: Score 100 points for collecting. Use keys to open doors.

TREASURE: Treasure chests cannot be shot but give 100 points when collected.

AMULET: This magic device confers limited invincibility on the wearer for a short time.

WALLS: In general walls are impenetrable objects, but some walls crumble when shot.

TRAPS: These glowing patterns on the floor make some walls disappear when stepped on.

TRANSPORTERS: Glowing red discs on the floor transport players to the nearest visible transporter. If several transporters are the same distance away, then one is chosen by random. There are ways to influence your direction. Can you find them?

EXITS: These labelled holes lead down to the next level or to the one specified.

Treasure rooms appear every 12th level and the player has a fixed time to collect as many valuables as possible within a time limit.

Gauntlet® : High Scores

If you achieve a high score in a game, it will be displayed when the game is completed and you will have the chance to display your initials beside the score. There is one Hi Score for each player character.

Gauntlet® : Options Screen

Options available to you in Gauntlet® are straightforward.
Accessing the options screen allows you to pause the game
at any time during play. It also offers a fast means of exiting
or restarting.

Gauntlet® : Onscreen Information
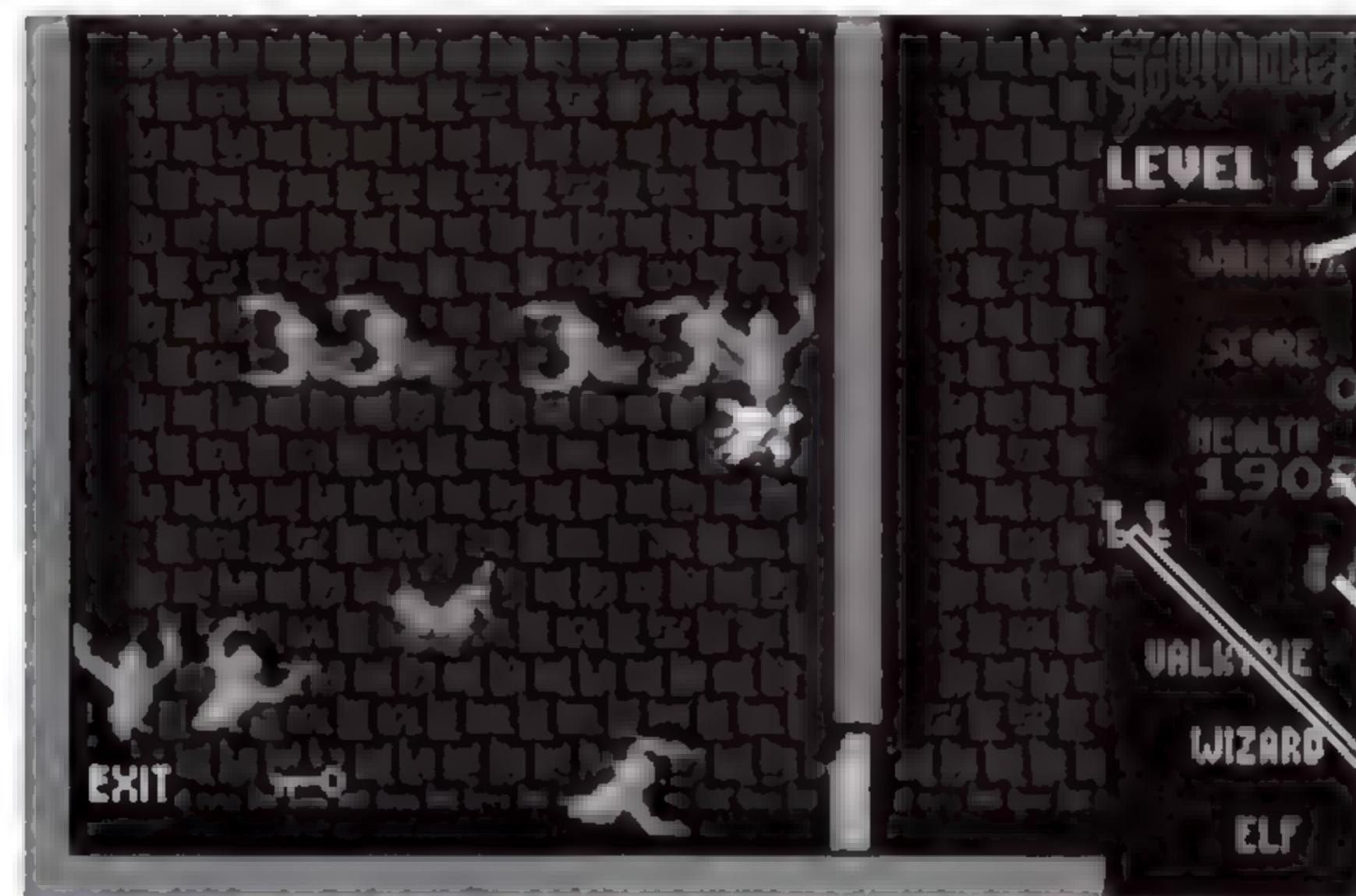
- Level
- Player Character
- Score
- Health
- Potions
- Keys

Gauntlet® : Game Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Not Available
Control Pad Right	Move Right
A Button	Fire
B Button	Magic Button
L Button	Not Available
R Button	Not Available
START	Access Options Screen
Select	Not Available

Rampart®

Upon selection of Rampart® from the main menu, you are taken to a loader /Hi Scores screen.

Press START to continue.

Rampart® : Difficulty

The first thing you'll need to do is cho[...] [...]vel of
difficulty you wish to play. There are t[...] difficulty:

Recruit- Level for beginners
Veteran- Level for advanced players

You only have 10 seconds to decide so be fast!
Press the A Button to continue.
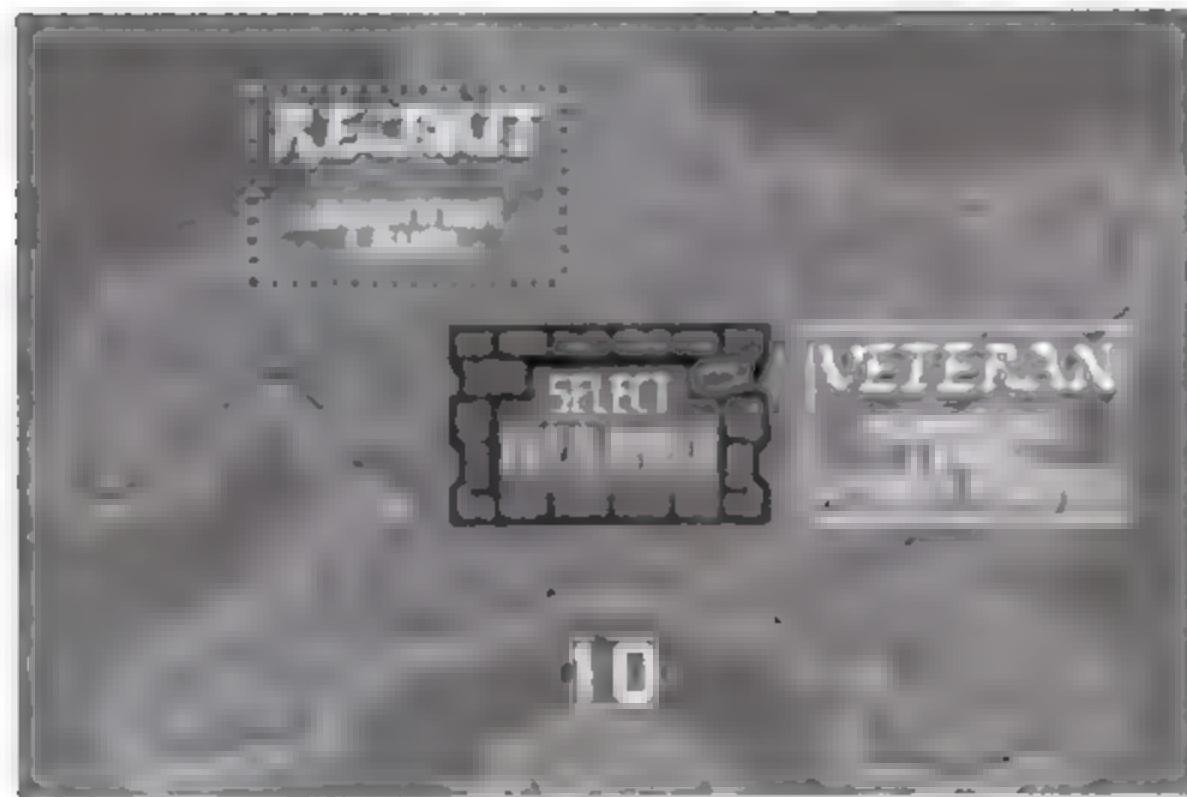
Rampart® : The Game

Rampart® consists of up to seven levels. The ultimate aim is to destroy a fleet of attacking ships,
while repairing any breaching they cause in [...]ur fort. Play continues until either the player fails a
repair round, or enough ships in the enemy's fleet are sunk. When the opposing navy has been
sufficiently depleted, the level is won. The player may then choose another level from the island
map.

Rampart® : Selecting a Home Castle

You will need to select a Home Castle for each Battlefield. The Home Castle will be your beginning
headquarters for the current round of play. It will also be where your first walls are constructed
and where you can place your first Cannons. To select a Home Castle, use the Control Pad to
move the Castle Selection icon.
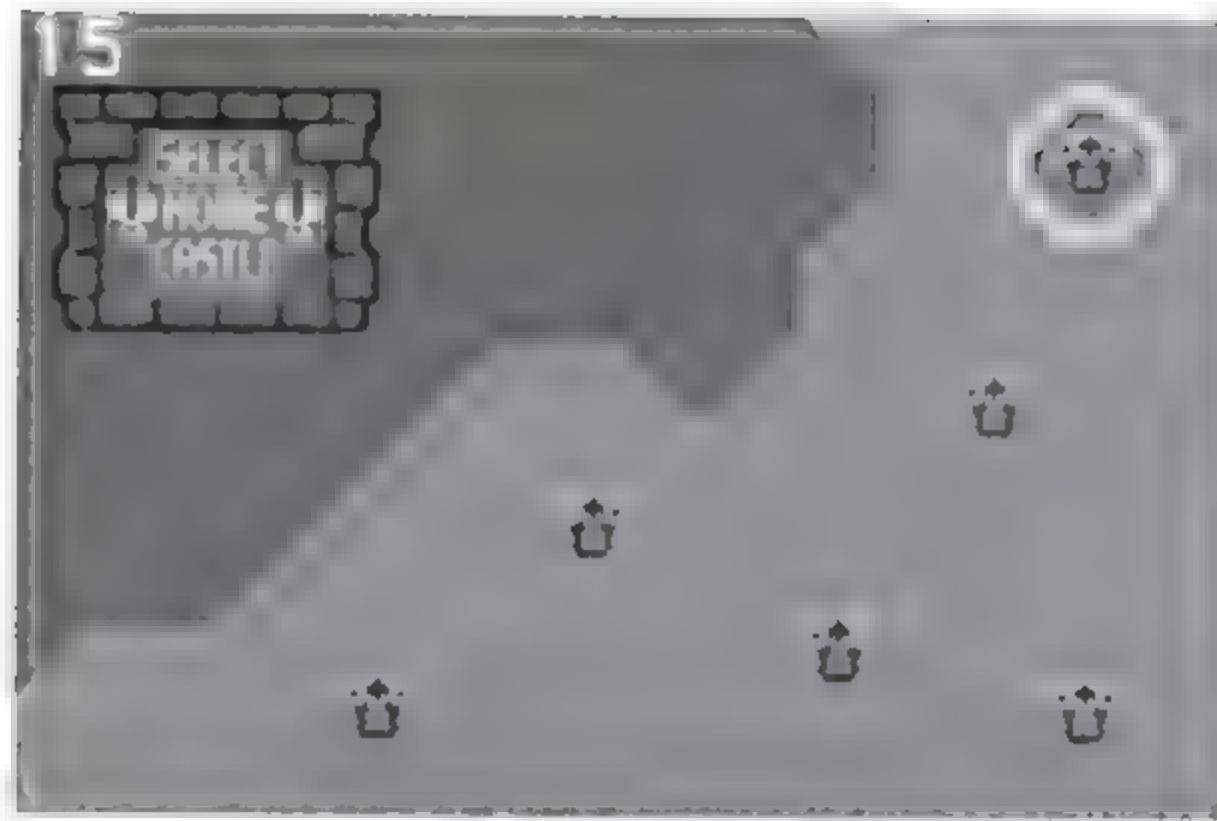
Rampart® : Doing Battle

Each Battle is divided into three phases: The Cannon Placement Phase, the Combat Phase, and the Repair Phase. During the Cannon Placement Phase. you place your allotted Cannons. During the Combat Phase, you fight your opponent. During the Repair Phase, you may repair and build walls around your Castles.

CANNON PLACEMENT PHASE: To destroy the invaders, you need to bombard enemy ships with Cannonballs fired from Cannons placed within your Castle walls. At the beginning of each Cannon Placement Phase, you are given an allotment of Cannons to place.

COMBAT PHASE: The object is to destroy all enemy ships. Each Combat Phase lasts for a set period of time.

Note: Each Cannon can only have one Cannonball in the air at a time.

REPAIR PHASE: You will get the chance to repair your walls during the Repair Phase. To repair and construct walls, use the Control Pad to move the outlined Wall Sections. Press the B Button to rotate Wall Sections. Wall Sections can only be placed on open ground. Once a Wall Section has been placed, it cannot be moved again. There is a time limit for placing walls. If you do not have a Castle completely enclosed when time runs out, you lose the round. Expand to include other castles by surrounding them with walls. You can then increase your firepower even more.

AFTER REPAIR PHASE: You are awarded a number of Cannons and you return to the Cannon Placement Phase.

Rampart® : Enemies

SHIPS: There are three types of ships. Each ship has different weapons:
White Ships - Cannon fire
Grey Ships - Cannon fire and grunts
Red Ships - Cannon fire that leaves burning pits

GRUNTS: Grunts are self-propelled enemy artillery units that disembark from enemy ships upon reaching your shore. Grunts will attempt to surround and destroy Castles. They can in turn be destroyed by Cannon fire. You can also destroy Grunts surrounding them with Castle walls.

16
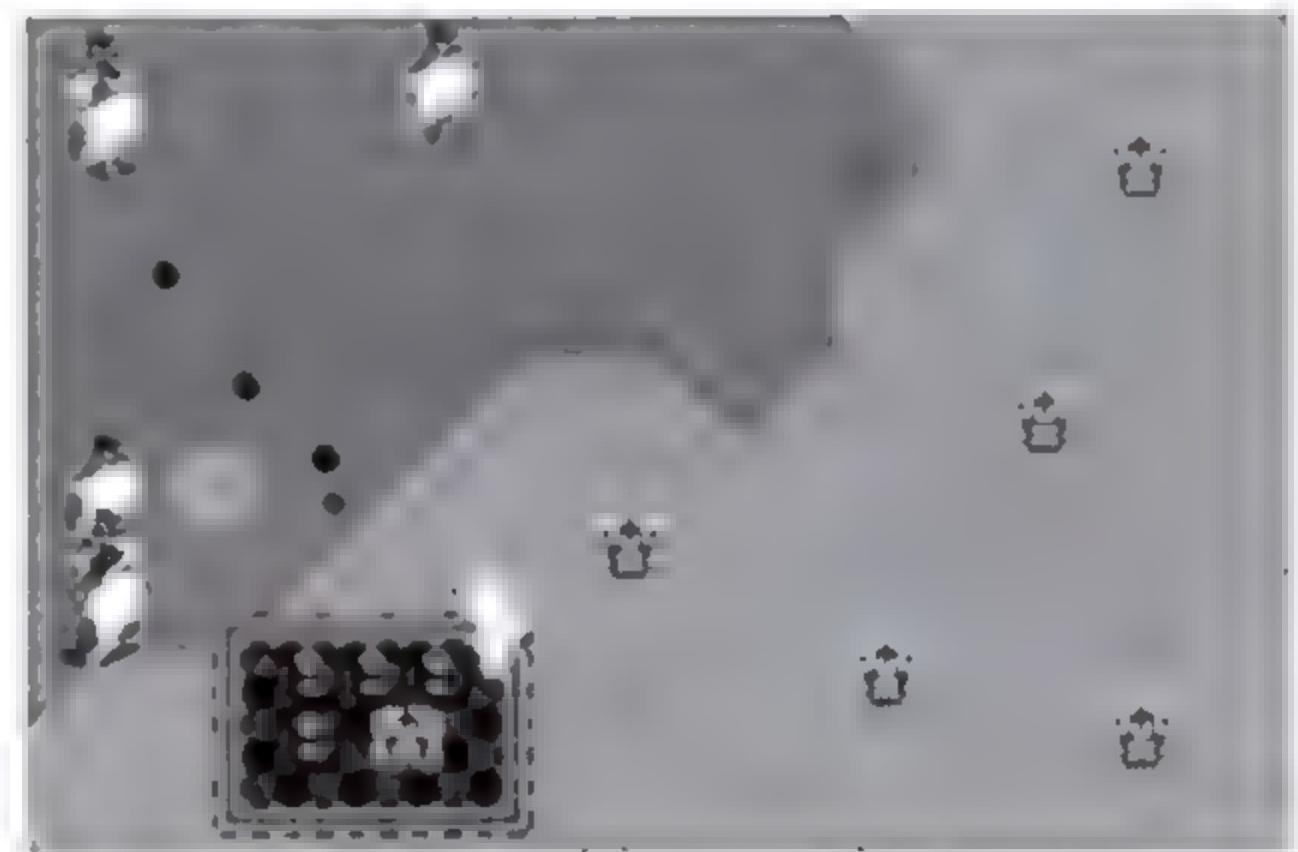
Rampart® : High Scores

If you achieve a high score in a game, it will be displayed when the game is completed. You will then have the chance to display your initials beside the score. There are two separate Hi Scores: one for the Recruit game mode and one for the Veteran game mode.

Rampart® : Options Screen

Options available to you in Rampart® are straightforward. Accessing the options screen allows you to pause the game at any time during play. It also offers a fast means of exiting or restarting.

17
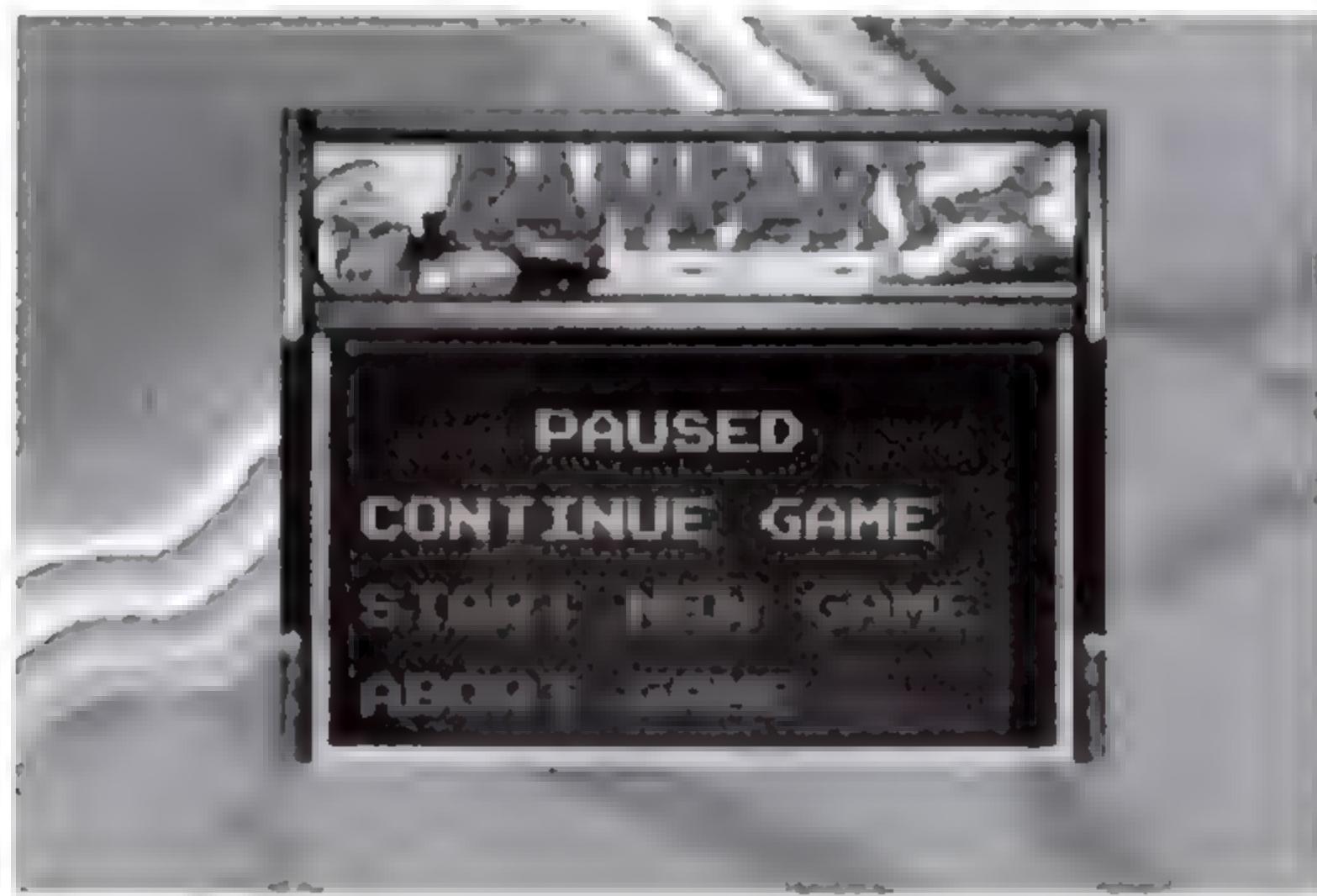
Rampart® : Game Controls

The game is played using the following controls.

GAME CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Fire/Place
B Button	Rotate Wall Segments
L Button	Not Available
R Button	Not Available
START	Access Options Screen
Select	Not Available

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Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

NOTES